board DragonCard dragonCardArray -creatureType: Enum(CreatureTypes) -dragonCards: DragonCards[] -creatureNo +getInstance() <<enumeration>> +createDragonCards() CreatureTypes Salamander PlayerManager Baby Dragon Bat BoardArray -players: DragonToken[] ~-----<del>|</del>------<del>|</del>--------Spider -playerTurn: int Pirate Dragon -boardArray: BoardArray -playerManager: PlayerManager Game -board: VolcanoCards[] -caveCards: volcanoCards[] +getInstance() -board: BoardArray -nonCaveCards: VolcanoCards[] +updatePlayerTurn() -dragonCards: dragonCardArray -squares: Squares[] +addPlayers() -controller: Controller +resetPlayerCount(); +getInstance() +assignCaves() +Play() +addVolcanoCards() Cave +shuffleAndCombine() -creatureType: Enum(CreatureTypes) +addPosition() MovementManager Controller -cavePosition: int -caveOwner: DragonToken -windowPanel: WindowPanel Square 0..1 -cavePanel: CavePanel  $-movement Manager:\ Movement Manager\\$ ₩ 8 -creatureType: Enum(CreatureTypes) Volcano Card +unflipDragonCards() +updateDragonTokenPosition() -position: int +canMove() +updatePosition() -squareCount: int +createGameBoard() -hasCave: bool +isMatch() +ui() -squares: Square[] -cave: Cave -startPosition: int belongs to +initialiseSquares() \_\_\_\_\_\_ +initialiseCave() +setFixedPositions() Actors DragonCardPanel WindowPanel DragonToken(Player) CavePanel -squareSize: int -squareSize: int -cave: Cave -squares: Rectangle[] -cave: Cave -gridSize: intt -#name: String -values: Str[] -x: int -offsetX: int -startPosition: int -dragonCard: DragonCard -y: int -OffsetY: int -Position: int -creatureLabel: JLabel -caveSize: int -id: int +onMouseClick(MouseEvent) -cardSize: int -turn: bool -width: int DragonTokenPanel -height: int +updatePosition() -boardPanels: SquarePanels[] +playTurn() -cavePanels: cavePanels[] -dragonToken: DragonToken -x: int -y: int +createSquaresAndCaves() -offsetX: int +addCave() -offsetY: int +addDragonToken() <<Abstract>> -tokenDiameter: int +moveToken() Actor -label: JLabel +forwardsMovement() -color: Color +backwardsMovement() -#name: String +move() -startPosition: int +createDragonCards +updatePosition() -Position: int +moveDragonToken() +addCreatureLabels() -id: int +paintComponent() -turn: bool DragonCardPanel +updatePosition() GameBoard +playTurn() -squareSize: int SquarePanel -squares: Rectangle[] -values: Str[] +drawGameBoard() -square: Square -dragonCard: DragonCard -x: int -y: int +onMouseClick(MouseEvent) +paintComponent(Graphics)

